INFOGRAMES™

www.us.infogrames.com

www.StuartLittle.com

Program and Game Design: © 2002 Infogrames Interactive, Inc. All rights reserved. Manufactured and marketed by Infogrames, Inc., New York, NY. All trademarks are the property of their respective owners.

Stuart Little 2: TM & © 2002 Columbia Pictures Industries, Inc. All Rights Reserved.

Windows is either a registered trademark or trademark of Microsoft Corporation in the United States and/or other countries.

Infogrames, Inc.
417 Fifth Avenue
New York, NY 10016 USA

Part # 23532JCB

STUART LITTLE 2™

EVERYONE
E
CONTENT RATED BY ESRB

Ages 4 & Up

WIN 98/Me/XP

INFOGRAMES™

TABLE OF CONTENTS

First Things First 3
- The ReadMe File 3
- System Requirements 3

Setup and Installation 4
Welcome to *Stuart Little 2*™! 4
Login Screen 5
Saving 5
Main Menu 5
Modes of Play 6
Playing the Games 6
- Daredevil Driving 7
- Drain Escape 8
- Balloon Jump 9
- Roof Skate 10
- Air Dodge 12

Fruits 14
Finish Rounds Quickly! 14
High Scores 15
Bonus Gallery 16
Help 16
Infogrames Web Sites 17
Stuart Little Web Site 17
Technical Support 18
License Agreement 20
Credits 25

FIRST THINGS FIRST

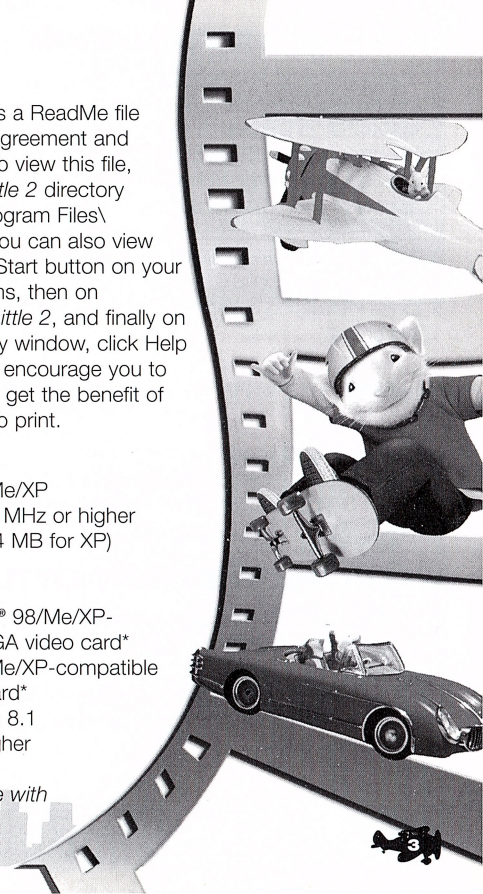
The ReadMe File

The *Stuart Little 2*™ CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. To view this file, double-click on that file in the *Stuart Little 2* directory found on your hard drive (usually C:\Program Files\Infogrames Interactive\Stuart Little 2). You can also view the ReadMe file by first clicking on the Start button on your Win98/Me/XP taskbar, then on Programs, then on Infogrames Interactive, then on *Stuart Little 2*, and finally on the ReadMe file item. From the Autoplay window, click Help to access the ReadMe file. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print.

System Requirements

Operating System:	Windows® 98/Me/XP
Processor:	Pentium® II 233 MHz or higher
Memory:	32 MB RAM (64 MB for XP)
Hard Disk Space:	100 MB Free
CD-ROM Drive:	4X Speed
Video:	2 MB Windows® 98/Me/XP-compatible SVGA video card*
Sound:	Windows® 98/Me/XP-compatible 16-bit sound card*
DirectX®:	DirectX® version 8.1 (included) or higher
Mouse:	Required

** Indicates device should be compatible with DirectX® version 8.1 or higher.*



SETUP AND INSTALLATION

1. Start Windows® 98/Me/XP.
2. Insert the *Stuart Little 2* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, double-click on the "My Computer" icon on your Win98/Me/XP desktop. Next, double-click on your CD-ROM icon to install the game. If the install screen still does not appear at this point, locate the "setup.exe" file in the install folder of the *Stuart Little 2* game disc and double-click on it.
4. Follow the remainder of the on-screen instructions to finish installing the *Stuart Little 2* CD-ROM game.
5. Once installation is complete, double-click on the *Stuart Little 2* game icon to start the game.

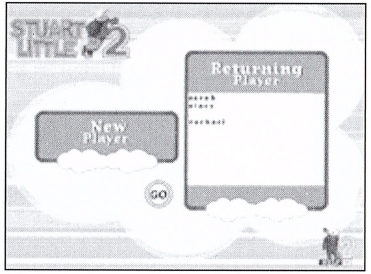
Note: You must have the *Stuart Little 2* game disc in your CD-ROM drive to play.

Installation of DirectX®
The *Stuart Little 2* CD-ROM requires DirectX® 8.1 or higher in order to run. If you do not have DirectX® 8.1 or higher installed on your computer, click "Yes" when asked if you would like to install it.

WELCOME TO STUART LITTLE 2™!

Join *Stuart Little*™ for big adventures — fly high over Central Park, skateboard over rooftops or navigate around street-level obstacles in Stuart's car. It takes quick reflexes and good puzzle-solving skills to help Stuart out of every precarious situation. Follow the story and play games along the way or choose your favorite to play anytime. Filled with hilarious action and stunning 3D-style graphics, this interactive adventure is only a "mouse" click away!

LOGIN SCREEN



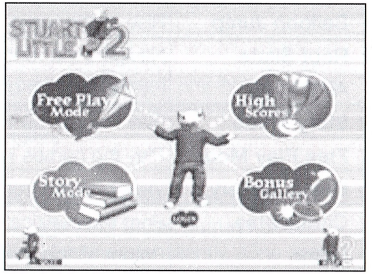
When you launch *Stuart Little 2*, an opening introduction will play, leading you to the Login screen. **Note:** You can skip the introduction and head straight to the Login screen by clicking the left mouse button.

To log in, type in your name, then click the GO button. If you have logged in before and you see your name on the right side of the screen, click on your name, then click on the GO button.

SAVING

Your login name saves the information about where you stopped in Story Mode and which difficulty levels you have completed in Free Play Mode.

MAIN MENU



After logging in, you will see the Main Menu screen, where the following options are available:

- Free Play Mode
- Story Mode
- High Scores
- Bonus Gallery
- Login
- Quit (lower left corner of the screen)
- Help (lower right corner of the screen)

MODES OF PLAY

Story Mode

Begin Story Mode by clicking on the icon from the Main Menu. Then choose your level of difficulty: Easy, Medium or Hard. Stuart will introduce each part of the game, and at the end of each game, there is another animation of Stuart!

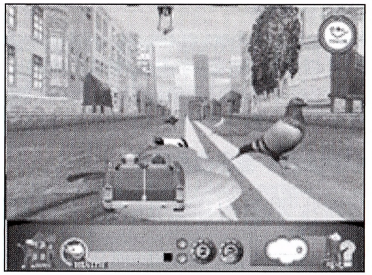
Free Play Mode

Begin Free Play Mode by clicking on the icon from the Main Menu. Then choose the game you want to play and choose your level of difficulty. You may play the games as many times as you want. This is great for practice!

PLAYING THE GAMES

Click on This ...	To ...
Daredevil Driving	Drive the car and avoid obstacles.
Drain Escape	Follow the maze of pipes to look for Mrs. Little's ring.
Balloon Jump	Rise to the top of the Pishkin Building and save Margalo.
Roof Skate	Navigate the rooftops of New York and collect plane parts.
Air Dodge	Fly the airplane over Central Park and get back to the family.
Story Mode	Play the games in order, similar to the movie scenes.
Free Play Mode	Play the games in any order you choose.
Bonus Gallery	View pictures from the *Stuart Little 2* movie.
Certificates	Print the certificates you earn for winning the games.
Home	Return to the Main Menu.
Quit	Leave the game.
Help	Have Stuart explain the object of the game.

DAREDEVIL DRIVING



Reach the Little household safely!

As Stuart drives Margalo back home to safety, he has to drive around objects that get in his way, including things that Falcon drops out of the sky.

Game Controls

Key	Action
↑	Move car forward (gas pedal)
↓	Slow car down/Stop the car (brake pedal)
← →	Move car left or right

Health Meter

The meter at the bottom of the screen shows the car's condition. If any flying objects bump Stuart's car, the car's Health is depleted slightly. If the meter reaches "empty," the game is over and you'll have a chance to try again.

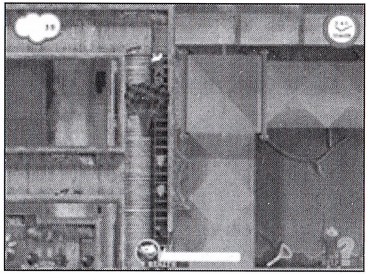
Help Objects

On the road, Stuart will come across certain things to help him along the way. **Turbo Boosters** (lightning bolts) give an extra kick, and help Stuart outrun Falcon temporarily. **Health Power-ups** (blue flowers) fill the Health meter slightly. (One large red flower per round will fill the meter all the way up.)

Obstacles

Behind the wheel of his car, with Margalo in the passenger seat, Stuart must swerve to avoid obstacles in the road (like baseballs, pigeons, food cartons, traffic cones and coffee cups) and things that Falcon tries to drop onto the car (like oil cans, paint cans and water balloons).

DRAIN ESCAPE



Reach the pearl necklace and get lifted to safety!

Some pipes can be rotated 90 degrees by pulling a specific switch. The correct switch is not necessarily right next to the pipe it controls. Stuart must pull the correct switch at the correct time to open a path through the maze to reach the pearl necklace.

Game Controls

Key	Action
↑	Climb up
← →	Move left or right
↓	Climb down
Enter	Flip switch to rotate pipe / Use plunger
Spacebar	Jump

Health Meter

There are also bad things lurking around. If Stuart touches any of them, he loses some Health points from the meter at the bottom of the screen. If he loses all of his Health points, the game is over and you'll have a chance to try again.

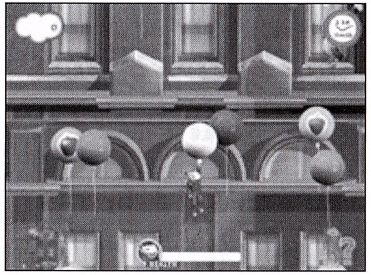
Help Objects

While in the drain pipes, Stuart will come across certain things to help him along the way. Pick up **Plungers** so that you can unclog pipes later! **Health Power-ups** (blue flowers) fill Stuart's Health meter slightly. (One large red flower per round will fill the meter all the way up.)

Obstacles

Avoid red ants, brown spiders and blue flies. Bunches of broccoli will block certain pipes. Stuart will have to use a plunger to unclog those pipes and pass through. In the Hard level, Stuart will also have to watch out for green inchworms that can flip switches.

BALLOON JUMP



Reach the top of the Pishkin Building to save Margalo from Falcon!

Stuart has to swing and lunge from balloon to balloon in order to get to the top. If he is suddenly without a balloon (if it runs out of air or hits an obstacle), Stuart's parachute will open automatically, to begin his slow descent to the ground. If he does not grab a balloon, Stuart will float off the bottom of the screen toward a safe landing on the ground. The game is over and you'll have a chance to try again.

Game Controls

Key	Action
← →	Move left or right
Spacebar	Swing and lunge toward a balloon

Health Meter

If Stuart's balloon breaks, his parachute will keep him safe until he grabs another balloon, but he will lose Health points. The meter at the bottom of the screen will show how Stuart is doing. If he loses all of his Health points, the game is over and you'll have a chance to try again.

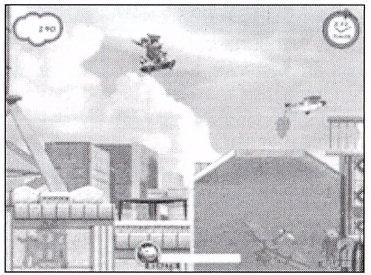
Help Objects

While on his way to rescue Margalo, Stuart will encounter certain objects to help him on his way up the Pishkin Building, including fans in windowsills, fireflies and balloons.

Obstacles

Stuart needs to watch out for nearsighted bees, people opening windows and shaking rugs, pigeons perched on the building ready to peck away, plus falling paint cans and flower pots. In the Medium and Hard levels, he'll also need to avoid pointy flag poles that are sticking out.

ROOF SKATE



Collect all the pieces of the toy plane, get the ring, and avoid Falcon!

Stuart is skateboarding on the rooftop of the Pishkin Building. His goal is to pick up all 10 parts of a toy airplane, to be used in the Air Dodge game: propeller, engine, wings, seat/cockpit, fuselage, landing gear, rudder, flaps, stabilizer and elevator. As each part is collected, it will appear at the bottom of the screen. Once Stuart has the last plane part, you can get to the place where Falcon hid Mrs. Little's diamond ring!

Game Controls

Key	Action
← →	Move left or right
Spacebar	Jump
Enter	Activate elevators
↓	"Hit the deck"*

*Stuart ducks on the skateboard to avoid a Falcon swoop. Press and hold the ↓ key to keep Stuart low, then release it to make him stand up again.

Hold the ← key and the spacebar to soar to the left. Hold the → and the spacebar to soar to the right. These moves are especially helpful to go from one level/height to another.

Hold the ← and the ↓ keys to glide to the left while in the "hit the deck" position. Hold the → and the ↓ keys to glide to the right while in this position.

Go For It!

Object to Get	Points
Regular plane parts (1–9)	150
Final plane part (10)	500
Diamond ring	1,000

Health Meter

Stuart has to watch out for Falcon, who is flying above and taking dangerous swoops toward him. The meter at the bottom of the screen shows how Stuart is doing. If he gets bumped by Falcon during one of his swoops, Stuart will lose some Health points. If he loses all of his Health points, the game is over and you'll have a chance to try again.

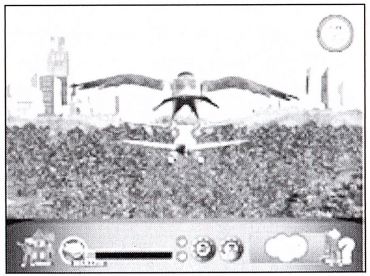
Help Objects

While on the rooftops of New York, Stuart will come across certain things to help along the way, including cranes, trampolines, elevators and smokestacks. **Health Power-ups** (blue flowers) fill Stuart's Health meter slightly. (One large red flower per round will fill the meter all the way up.)

AIR DODGE

Reach the Little household with the diamond ring!

Note: In Story Mode, you can only be Stuart. In Free Play Mode, you can be Stuart *or* Margalo.



Game Controls

Key	Action
← →	Move (bank) the plane
↑ ↓	Move the plane up or down

Health Meter

When Falcon grabs the plane, he slows it down and causes Stuart to lose some Health points. The meter at the bottom of the screen measures the damage done to the plane. If the meter drops to "empty," the game is over and you'll have a chance to try again.

Help Objects

While in flight, Stuart and Margalo will come across certain things to help along the way:

Turbo Boosters (lightning bolts) give an extra kick, and help outrun Falcon temporarily. **Health Power-ups** (blue flowers) fill the Health meter slightly. (One large red flower per round will fill the meter all the way up.) For extra points, have Stuart pop any fruit balloon by flying through it. Popped balloons also help scare Falcon away.

Obstacles

Watch out for Falcon dropping water balloons, paint cans, cream pies and marbles! Falcon can also swoop down and grab the plane's wings with his claws, slowing it down.

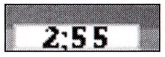
FRUITS

Look for different fruits to collect in all of the games. Although the fruits may not always be directly in your path, it may be worth it to take a detour and get some points.

Fruit	Points
Cherries	100
Watermelon	75
Banana	50
Strawberry	25
Apple	10
Grapes	5

Note: In Balloon Jump, points depend on how long you stay on the fruit balloon.

FINISH ROUNDS QUICKLY!

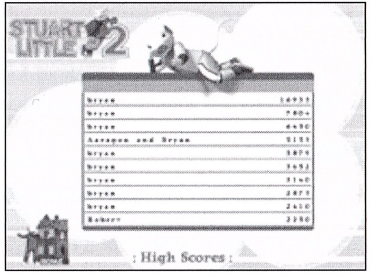


Look for the clock to see how much time you have left to finish the round. The faster you are, the more bonus points you'll get!

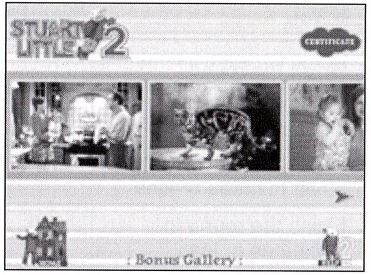
If You ...	You will get this many bonus points ...
Finish the round	100
Finish the round in 3 minutes or less	500
Finish the round in 2 and a half minutes or less	1,000
Finish the round in 2 minutes or less	2,000

HIGH SCORES

The 10 highest scores are shown next to the names of the people who earned them.



BONUS GALLERY

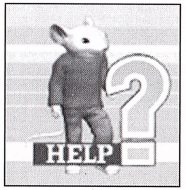


When you finish an individual game, you get to see a special picture from the *Stuart Little 2* movie.

After you are awarded all of the pictures from one game, you are awarded a certificate of completion. Click on the certificate (or highlight it with the arrow keys and press the Enter key) to see a larger version and to print it. **Note:** Only the certificate is printable, not the pictures from the movie. Click the "Go Back" button to return to the Bonus Gallery.

All of the pictures are available in the Bonus Gallery after they have been awarded. Click on the picture (or highlight it with the arrow keys and press the Enter key) to see a larger version. Click the "Go Back" button to return to the Bonus Gallery.

HELP



The Help button is in the lower right corner of every screen. Click on it to see a Help screen if you're having trouble. On the Help screen, roll your mouse over (or click on) objects you want Stuart to identify or explain.

INFOGRAMES WEB SITES

Infogrames has exciting, full and active web sites dedicated to ensure you get the most out of your new games. You can visit us at:

http://www.us.infogrames.com

Kids, check with your parent or guardian before visiting any web site.

Visit and you will discover that Infogrames web sites contain such things as:

- Hints and Tips
- Competitions
- Demos
- Community
- Interviews
- And much more

We are constantly updating our web sites, so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

STUART LITTLE WEB SITE

http://www.stuartlittle.com

Infogrames Interactive does not control, and disclaims any responsibility or liability for, the functioning and performance of third party web sites and any content on or available through third party web sites.

TECHNICAL SUPPORT (U.S. & Canada)

Help Via the Internet

Up-to-the-minute technical information about Infogrames Interactive products is generally available 24 hours a day, 7 days a week via the Internet at:

http://www.ina-support.com

Through this site you'll have access to our FAQ (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames Interactive **Tech Support** at **(425) 951-7108**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98; Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames Interactive, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

LICENSE AGREEMENT

***** IMPORTANT *****

This is a legal agreement between the end user ("You") and Infogrames Interactive, Inc., its parent, affiliates and subsidiaries (collectively "Infogrames Interactive"). This Agreement is part of a package (the "Package") that also includes, as applicable, executable files that you may download, a game cartridge or disc, or a CD-ROM (collectively referred to herein as the "Software") and certain written materials (the "Documentation"). Any patch, update, upgrade, modification or other enhancement provided by Infogrames Interactive with respect to the Software or the Documentation, or bonus game provided by Infogrames Interactive at no extra charge as part of the Package, shall be included within the meanings of those terms, for the purposes of this Agreement, except to the extent expressly provided below.

BY DOWNLOADING OR INSTALLING THE SOFTWARE, YOU ACKNOWLEDGE THAT YOU HAVE READ ALL OF THE TERMS AND CONDITIONS OF THIS AGREEMENT, UNDERSTAND THEM, AND AGREE TO BE BOUND BY THEM. YOU UNDERSTAND THAT, IF YOU PURCHASED THE PACKAGE FROM AN AUTHORIZED RESELLER OF INFOGRAMES INTERACTIVE, THAT RESELLER IS NOT INFOGRAMES INTERACTIVE'S AGENT AND IS NOT AUTHORIZED TO MAKE ANY REPRESENTATIONS, CONDITIONS OR WARRANTIES, STATUTORY OR OTHERWISE, ON INFOGRAMES INTERACTIVE'S BEHALF NOR TO VARY ANY OF THE TERMS OR CONDITIONS OF THIS AGREEMENT.

If You do not agree to the terms of this Agreement, do not download or install the Software and promptly return the entire Package to the place You obtained it for a full refund. If you should have any difficulty in obtaining such refund, please contact Infogrames Interactive Technical Support at 425-951-7108. Failure to return the entire Package within 30 days of the purchase date shall be presumed to constitute acceptance of the terms and conditions of this Agreement.

CONSUMER SAFETY WARNINGS AND PRECAUTIONS STATEMENT:

Epilepsy Warning

⚠ WARNING

READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you or anyone in your family has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

Repetitive Strain Statement

⚠ CAUTION

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement

⚠ CAUTION

This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

LIMITED LICENSE: You are entitled to download or install, and operate this Software solely for your own personal use, but may not sell or transfer reproductions of the Software or Documentation to other parties in any way. You may download or install, and operate one copy of the Software on a single terminal connected to a single computer. You may not network the Software or otherwise use it on more than one computer or computer terminal at the same time.

INTERNET-BASED PLAY; CHAT: This Software may include Internet-play features. If You choose to use such features, You will need to access the Internet. The Software or Documentation may also suggest links to certain Software-related web sites, including web sites operated by Infogrames Interactive or third parties. Your access to web sites operated by Infogrames Interactive is subject to the terms of use and privacy policies of such web sites. Children should check with a parent or guardian before accessing the Internet, including without limitation any chat function, on-line "arcade," or em@il Game. Internet game play may occur through one or more independent gaming or other web sites (each a "Web Site"), including without limitation the MSN Gaming Zone run by the Microsoft Corporation. Infogrames Interactive does not review or control, and disclaims any responsibility or liability for, the functioning and performance of any Web Site, the terms of use of any Web Site, the privacy policies of any Web Site, and any content on or available via a Web Site, including, without limitation, links to other web sites and comments or other contact between users of a Web Site. Infogrames Interactive does not endorse the Web Sites merely because a link to the Web Site is suggested or established. Infogrames Interactive does not monitor, control, endorse, or accept responsibility for the content of text or voice chat messages, if applicable, transmitted through the use of the Software. Use of the chat function, or other content or services of any Web Site is at Your own risk. You are strongly encouraged not to give out identity or other personal information through chat transmissions.

OWNERSHIP; COPYRIGHT: Title to the Software and the Documentation, and patents, copyrights and all other property rights applicable thereto, shall at all times remain solely and exclusively with Infogrames Interactive and its licensors, and You shall not take any action inconsistent with such title. The Software and the Documentation are protected by United States, Canadian and other applicable laws and by international treaty provisions. Any rights not expressly granted herein are reserved to Infogrames Interactive and its licensors.

OTHER RESTRICTIONS: You may not cause or permit the disclosure, copying, renting, licensing, sublicensing, leasing, dissemination or other distribution of the Software or the Documentation by any means or in any form, without the prior written consent of Infogrames Interactive. You may not modify, enhance, supplement, create derivative work from, adapt, translate, reverse engineer, decompile, disassemble or otherwise reduce the Software to human readable form.

LIMITED WARRANTY:

Infogrames Interactive warrants for a period of ninety (90) days following original retail purchase of this copy of the Software that the Software is free from substantial errors or defects that will materially interfere with the operation of the Software as described in the Documentation. This limited warranty: (i) applies to the initial purchaser only and may be acted upon only by the initial purchaser; and (ii) does not apply to any patch, update, upgrade, modification, or other enhancement provided by Infogrames Interactive with respect to the Software or the Documentation or to any bonus game provided by Infogrames Interactive at no extra charge as part of the Package, which are provided on an AS IS BASIS ONLY. EXCEPT AS STATED ABOVE, INFOGRAMES INTERACTIVE AND ITS LICENSORS MAKE NO OTHER WARRANTY OR CONDITION, EXPRESS OR IMPLIED, STATUTORY OR OTHERWISE, REGARDING THIS SOFTWARE. THE IMPLIED WARRANTY THAT THE SOFTWARE IS FIT FOR A PARTICULAR PURPOSE AND THE IMPLIED WARRANTY OF MERCHANTABILITY SHALL BOTH BE LIMITED TO THE NINETY (90) DAY DURATION OF THIS LIMITED EXPRESS WARRANTY. THESE AND ANY OTHER IMPLIED WARRANTIES OR CONDITIONS, STATUTORY OR OTHERWISE, ARE OTHERWISE EXPRESSLY AND SPECIFICALLY DISCLAIMED. Some jurisdictions do not allow limitations on how long an implied warranty or condition lasts, so the above limitation may not apply to You. This limited warranty gives You specific legal rights, and you may also have other rights which vary from jurisdiction to jurisdiction.

If you believe you have found any such error or defect in the Software during the warranty period, call Infogrames Interactive Technical Support at 425-951-7108 between the hours of 8:00 a.m. and 6:00 p.m. Monday through Friday (Pacific Time), holidays excluded, and provide your Product number. If a return is determined as necessary, a Return Merchandise Authorization Number (RMA#) will be issued to you. Send your original CD-ROM disc, game cartridge or disc, or, if applicable, the executable files that you downloaded, along with the RMA#, a dated proof of purchase, your full name, address and phone number, to Infogrames Interactive, Inc., Attn: TS/CS Dept., 13110 NE 177th Place, Suite # B101, Box 180, Woodinville, WA 98072-9965.

If you have a problem resulting from a manufacturing defect in the Software, Infogrames Interactive's and its licensors' entire liability and Your exclusive remedy for breach of this limited warranty shall be the replacement of the Software, within a reasonable period of time and without charge, with a corrected version of the Software. Some jurisdictions do not allow the exclusion or limitation of relief, incidental or consequential damages, so the above limitation or exclusion may not apply to You.

LIMITATION OF LIABILITY

INFOGRAMES INTERACTIVE AND ITS LICENSORS SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL, EXEMPLARY OR OTHER INDIRECT DAMAGES, EVEN IF INFOGRAMES INTERACTIVE OR ITS LICENSORS ARE ADVISED OF OR AWARE OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL INFOGRAMES INTERACTIVE'S AND ITS LICENSORS' AGGREGATE LIABILITY EXCEED THE PURCHASE PRICE OF THIS PACKAGE. Some jurisdictions do not allow the exclusion or limitation of special, incidental, consequential, indirect or exemplary damages, or the limitation of liability to specified amounts, so the above limitation or exclusion may not apply to You.

GENERAL: This Agreement constitutes the entire understanding between Infogrames Interactive and You with respect to subject matter hereof. Any change to this Agreement must be in writing, signed by Infogrames Interactive and You. Terms and conditions as set forth in any purchase order which differ from, conflict with, or are not included in this Agreement, shall not become part of this Agreement unless specifically accepted by Infogrames Interactive in writing. You shall be responsible for and shall pay, and shall reimburse Infogrames Interactive on request if Infogrames Interactive is required to pay, any sales, use, value added (VAT), consumption or other tax (excluding any tax that is based on Infogrames Interactive's net income), assessment, duty, tariff, or other fee or charge of any kind or nature that is levied or imposed by any governmental authority on the Package.

EXPORT AND IMPORT COMPLIANCE: In the event You export the Software or the Documentation from the country in which You first received it, You assume the responsibility for compliance with all applicable export and re-export regulations, as the case may be.

GOVERNING LAW; ARBITRATION: This Agreement shall be governed by, and any arbitration hereunder shall apply, the laws of the State of New York, U.S.A., excluding (a) its conflicts of laws principles; (b) the United Nations Convention on Contracts for the International Sale of Goods; (c) the 1974 Convention on the Limitation Period in the International Sale of Goods (the "1974 Convention"); and (d) the Protocol amending the 1974 Convention, done at Vienna April 11, 1980.

Any dispute, controversy or claim arising out of or relating to this Agreement or to a breach hereof, including its interpretation, performance or termination, shall be finally resolved by arbitration. The arbitration shall be conducted by three (3) arbitrators, one to be appointed by Infogrames Interactive, one to be appointed by You and a third being nominated by the two arbitrators so selected or, if they cannot agree on a third arbitrator, by the President of the American Arbitration Association ("AAA"). The arbitration shall be conducted in English and in accordance with the commercial arbitration rules of the AAA. The arbitration, including the rendering of the award, shall take place in New York, New York, and shall be the exclusive forum for resolving such dispute, controversy or claim. The decision of the arbitrators shall be binding upon the parties hereto, and the expense of the arbitration (including without limitation the award of attorneys' fees to the prevailing party) shall be paid as the arbitrators determine. The decision of the arbitrators shall be executory, and judgment thereon may be entered by any court of competent jurisdiction.

Notwithstanding anything contained in the foregoing Paragraph to the contrary, Infogrames Interactive shall have the right to institute judicial proceedings against You or anyone acting by, through or under You, in order to enforce Infogrames Interactive's rights hereunder through reformation of contract, specific performance, injunction or similar equitable relief. For the purposes of this Paragraph, both parties submit to the jurisdiction of, and waive any objection to the venue of, the stat and federal courts of the State of New York.

CREDITS

Infogrames Interactive, Inc.

Sarah Perry
Assistant Producer

Jennifer Fey McWilliams
Principal Game Designer

Sue Bulson
Senior Brand Manager

Eric Hayashi
Stacy Hendrickson
Executive Producers

Scott Walker
V.P. of Product Development

Steve Arthur
Director of Marketing

Steve Martin
Director of Creative Services

Elizabeth Mackney
Director of Editorial & Documentation Services

Morgan Tomaiolo
Graphic Designer

Randi Kravitz
Documentation Specialist

Paul Collin
Copywriter

Infogrames Q.A.

Michael Craighead
Director of Quality Assurance, North America

Kurt Boutin
Senior Manager, Q.A. Certification Group

Randy Lee
Bill Carroll
Q.A. Testing Managers

Mark Huggins
Q.A. Certification Lead

Becky Madore
Lead Tester

Special Thanks

Tony Parks
Rachael Bento
Mary Louise Bento
Michael Perry
Daniel Perry
Mary Brett
Jack Brett

Hyperspace Cowgirls

Jay Weisman
Producer

Diana Kaplan
Associate Producer

Evan Skolnick
Executive Producer

Sophocles Papavasilopoulos
Game and Level Design

Mathew Adams
Lead Programmer

Hung Nguyen
Eric Tolman
Programmers

Jurgen Brenkert
Lead Animator — Characters & Models

Alexander Reyna
Lead/Concept Artist — Environments

Donnavon Webb
Additional Modeling and Character Animations

Shebani Bansal
Interface Design

Delfin Barral
Storyboard Artist

Sophocles Papavasilopoulos
Music

PJ Cousins
Colin Wilkinson
Sound Design

David Kaufman
Voiceover Artist

Evan Skolnick
Writer

Shebani Bansal
Production Coordinator

Eva Weiss
Jae Kim
Tracy Chang
Production Team

Jurgen Brenkert
Cinematic Technical Director — Animations

Alexander Reyna
Cinematic Technical Director — Environments

Mark Bremerkamp
Brian Kirchdoerfer
Paul Mikulecky
Jason Zayas
Cinematic Animators

Mathew Adams
Chief Technology Officer

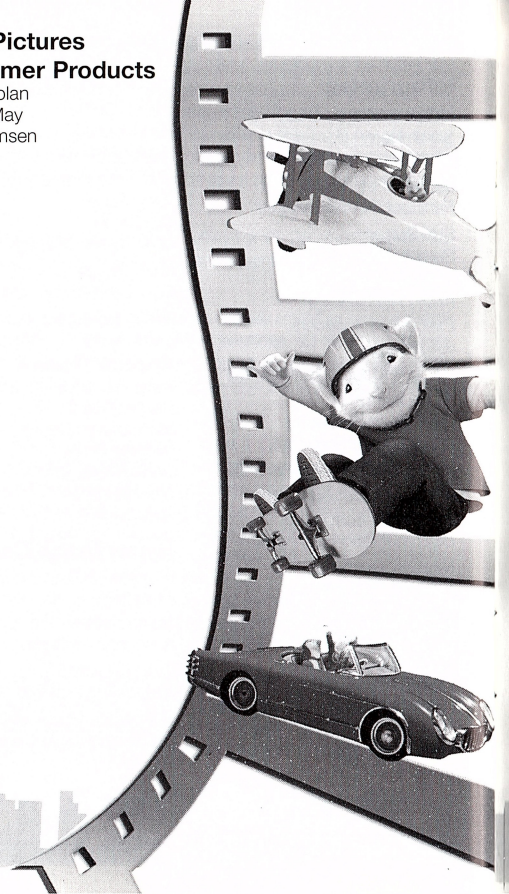
Conrad Cummings
Vice President

Susan Shaw
President

Special Thanks
Dan Rogers
Mike Summers

Extra Special Thanks
Evelyn Wertheim

Sony Pictures Consumer Products
Mark Caplan
Laetitia May
Eric Thomsen



Program and Game Design: © 2002 Infogrames Interactive, Inc. All Rights Reserved.
All trademarks are the property of their respective owners.

Stuart Little 2: TM & © 2002 Columbia Pictures Industries, Inc. All Rights Reserved.

Created by Hyperspace Cowgirls.

Windows and DirectX are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

Pentium is a trademark or registered trademark of Intel Corporation or its subsidiaries in the United States and other countries.

Uses Bink Video Technology. Copyright © 1997-2002 by RAD Game Tools, Inc.

Uses Miles Sound System. Copyright © 1991-2002 by RAD Game Tools, Inc.

05132